

Each time a Dove collects recompense she may add 1 coin to her purse. She may spend this coin to purchase a meal. She may purchase a meal for another Dove by spending another coin from her purse, or choose to go without.

A Dove who misses a meal suffers from weakness and light-headedness. Each time she misses a meal, she adds 1 to her hunger. All of her aspect rolls are reduced by the number written by her hunger. Eating a meal removes 2 from her hunger.

When a Dove's blood is spilled she dies. A Dove begins with 3 blood. Each time that she fails to counter a violent attack she loses 1 from her blood. Each day that she survives unharmed and eats three meals, she regains 1 blood, up to her normal allowance of 3.

Use youth to attract a companion, or to act under physical duress.

Use experience during intellectual matters, or to protect yourself from being struck.

Use discretion to hide, or to perform sleight-of-hand manoeuvres.

Use wantonness to direct attention to yourself, or to entertain crowds.

Use valor to strike, or to rescue another Dove from harm.

Use selfishness to divert blame, or to use another Dove to aid your own escape.

*Wantonness counters Youth.
Selfishness counters Discretion.
Experience counters Valor.*

The Queen Pearl



Dinner Menu

Food is served from four o'clock until nine o'clock.

Drinks are served until midnight.

Main Course

_____ *Youth vs. Experience* _____

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_____ *Discretion vs. Wantonness* _____

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_____ *Valor vs. Selfishness* _____

À la carte

Please choose one

_____ Courtesan
(Add 2 to Discretion rolls)

_____ Libertine
(Add 2 to Wantonness rolls)

_____ Noble
(Add 2 to Youth rolls)

_____ Scrapper
(Add 2 to Valor rolls)

_____ Urchin
(Add 2 to Selfishness rolls)

_____ Worldly
(Add 2 to Experience rolls)

Drinks

_____ Purse

_____ Blood

_____ Hunger

Please leave this card with your servant.